

ARTMAGAZINEIUM

ISSUE 46/ DECEMBER 2024



Cover Artist: Xiaodong Yu

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ARTMAGAZINEIUM

THE ART & CULTURE MAGAZINE

ARTMAGAZINEIUM

ISSUE 04 / JUNE 2021



Cover Artist: Lucia Mertini

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ABOUT US

Artmagazineium started out as a monthly printed and digital Art & Culture Magazine, founded by Artists and Magazine founders. Artmagazineium invites readers to create a new utopia with original content and High Culture Art. Our aim is to bring innovations and successful artists in the field of Contemporary Art together with all art lovers. Artmagazineium showcases a mix of admirable artworks from around the world, New Contemporary Art and also emerging and distinguished artists.

INTERNATIONAL

Artmagazineium will be sold internationally as Print Magazine and digital magazine and is distributed worldwide.

TARGETS

Targeting an exceptional audience, from young people to adults, Artmagazineium includes interviews with artists and content from galleries, exhibitions, festivals and rare portfolios.



<https://www.instagram.com/artmagazineium/>



<https://www.facebook.com/groups/327536308620567>



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JOANNA LI

https://www.instagram.com/jo.annali_/



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**BRANDON J.
BARNARD**

<https://www.youtube.com/@BrandonJBarnard>

<https://medium.com/@brandonjohnbarnard/production-history-around-disseminate-565e1d2811b7>

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CHARLENE DAVIS

<https://www.instagram.com/diesesmaedchenmalt/>



JOANNA LI



Crescendo/2021/Watercolor/ 35cm x 35cm

Joanna Li, born in Taipei in 1997, graduated from the University of the Arts London and is now a visual artist. My artistic practice spans a variety of expressions, including photography, painting, video, and immersive AR/VR experiences

My work is a constant search for the best way to interpret my ideas about myself and the world I live in. I have always been passionate about creating deep emotional connections with audiences through my work and I am not limited to one medium, style or concept. Whether bringing a beautiful, untold story to life or creating something interesting, I believe storytelling can evoke empathy, challenge thinking, and spark meaningful conversations.



Encounter/2021/Photography/29cm x 42cm

London Morning/2022/Photography





Fragment of Time / 2023 / Photography



The present moment/2021/Photography/50cm x 50cm

BRANDON J. BARNARD

I'm an experimental filmmaker, artist, and academic based in Plymouth, UK. During the course of my PhD in 'Chance in Filmmaking', my aim is to play with different forms of agency restriction in order to see what I learn along the way. My interests lie in the process of creation way more than in the final piece itself. Often, I focus on shorter productions in order to test as many different methods as possible.

While I am from Port Elizabeth, South Africa, I have always felt that I am a global citizen. I hope to work with more people from around the world in the future.



Gacha'nce (2024)

This was filmed in April when I was in Japan for my honeymoon. The piece goes into the overwhelming weight that can go onto your mind when you realise how many choices are around you, and how many people are making them. Gacha machines are an iconic part of Japanese culture, and are based on chance, so I thought this merging of themes worked well. It also has themes of consumerism and the passage of time.

More info can be found here: <https://medium.com/@brandonjohnbarnard/production-history-around-gachance-ee2d37f5972a>

Available here: https://youtu.be/xaq8EvP_3BU?si=87j7NTGkSp7XMZ0H

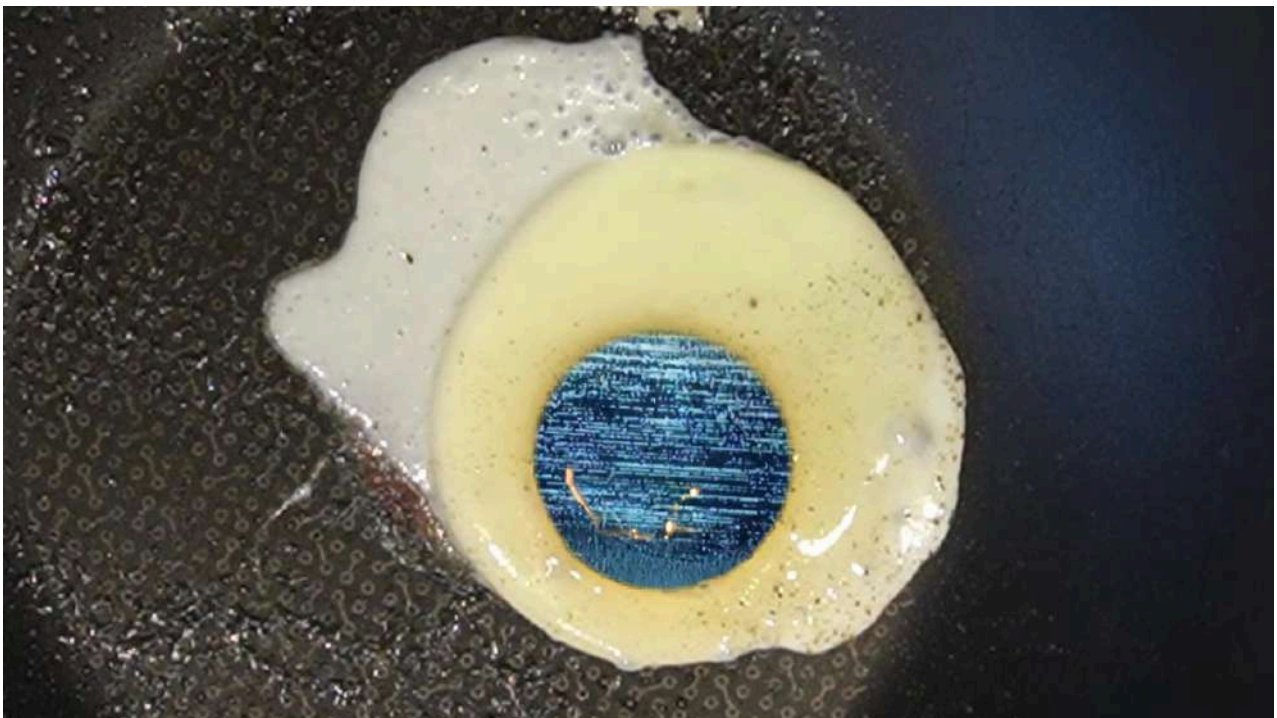


Doggy Style (2024)

I wanted to remove the agency I had when creating a film, so I used the help of my dogs Toffee and Noodle. With animals, you cannot control what they do, how much footage you get, how they will respond to you, etc. The dogs jumping in and out of the frame was something I had not expected at all when planning, but it completely makes the film. The ways in which the dogs accidentally match minor parts of the music, and the response of awe that this gives, is a big part of what I want to investigate in my PhD. Why do chance moments cause excitement?

More info can be found here: <https://medium.com/@brandonjohnbarnard/production-history-around-doggy-style-1e703f72bf21>

Available Here: <https://youtu.be/ZHJEUZLmUJE?si=wH0ja7R5nezE6l3W>



Eggistential (2024)

While pursuing my PhD of Chance in Filmmaking, I wanted to investigate how degradation can be used as a form of randomness. When I went to Japan, I stumbled upon Miyamoto Ryuji's work which looks into destruction, and I thought about how this linked to chance. I wondered how to recreate these results in a way that was less intensive, and thought of cooking. I wanted to have a subject that changed, but a frame that stayed the same.

An extended production history can be found here:
<https://medium.com/@brandonjohnbarnard/production-history-around-eggistential-947fc0dfdc32>

Available here: <https://youtu.be/qbpTo1tnBSo?si=tm4IfPHhgOWgMNo>



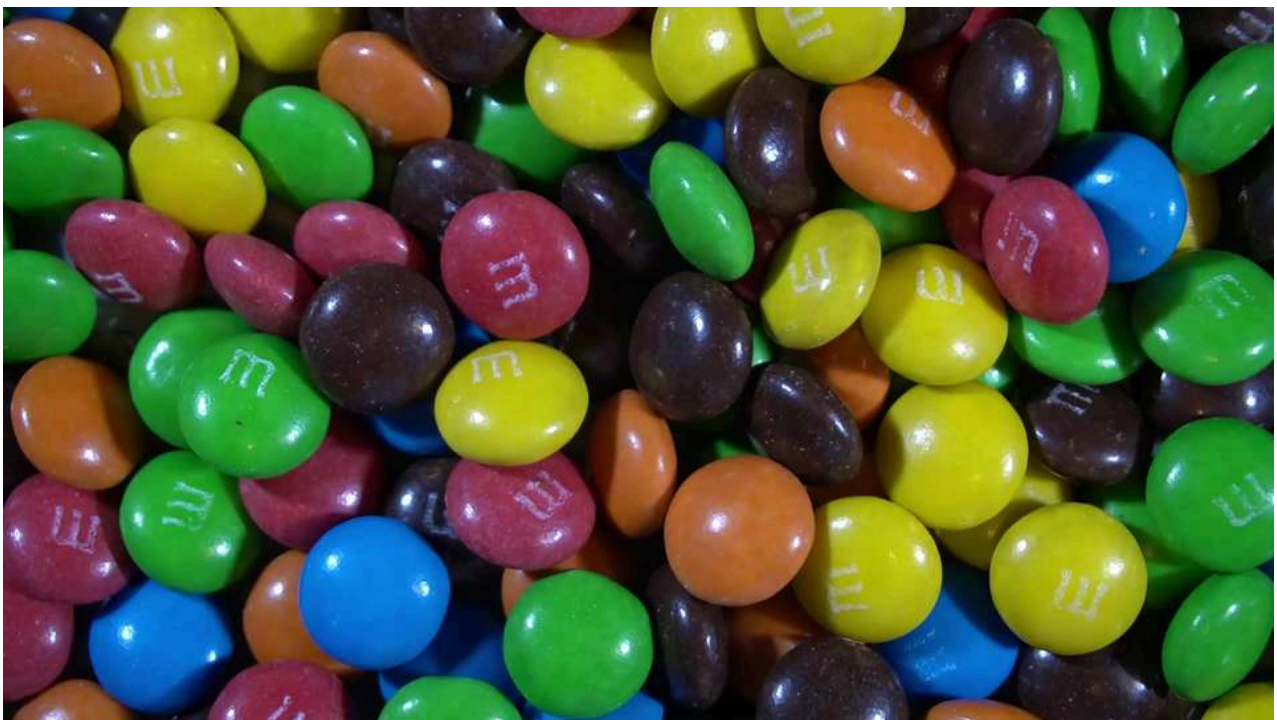
After Images (2024)

Created at the club 'Images' in Plymouth, this film goes over a night out with friends. It uses long exposure photography to recreate the feeling of a buzz from intoxication and the spotty memory associated with it.

Production history can be found here:

<https://medium.com/@brandonjohnbarnard/production-history-around-after-images-2fbc9fd615d7>

Available here: <https://youtu.be/HbnE4KXmW4s?si=FFPPjzAbMR7MW-Rt>



Tinfoil Candy (2024)

This film is another exploration of chance. I was on my first day at a new studio (KARST, Plymouth), so I had no resources to work with. Upon going to an Aldi to brainstorm, I picked up some candy and tinfoil. The candy was an element of chance since I did not know what colours would come out of the bag, such as its sequence. The tinfoil was a cheap way to cover the walls. However, via playing with the tinfoil, I learnt that it bends lights in interesting ways when crumpled. Miyamoto's works of 'tsukanoma no haikyo' or 'temporary ruins' inspired this too, with how destruction creates something new. More info can be found here: <https://medium.com/@brandonjohnbarnard/production-history-around-tinfoil-candy-748e26d758d8>

Available here: <https://youtu.be/T9Hl1-UWCP0?si=pwNMe-tUZl9mdAkw>

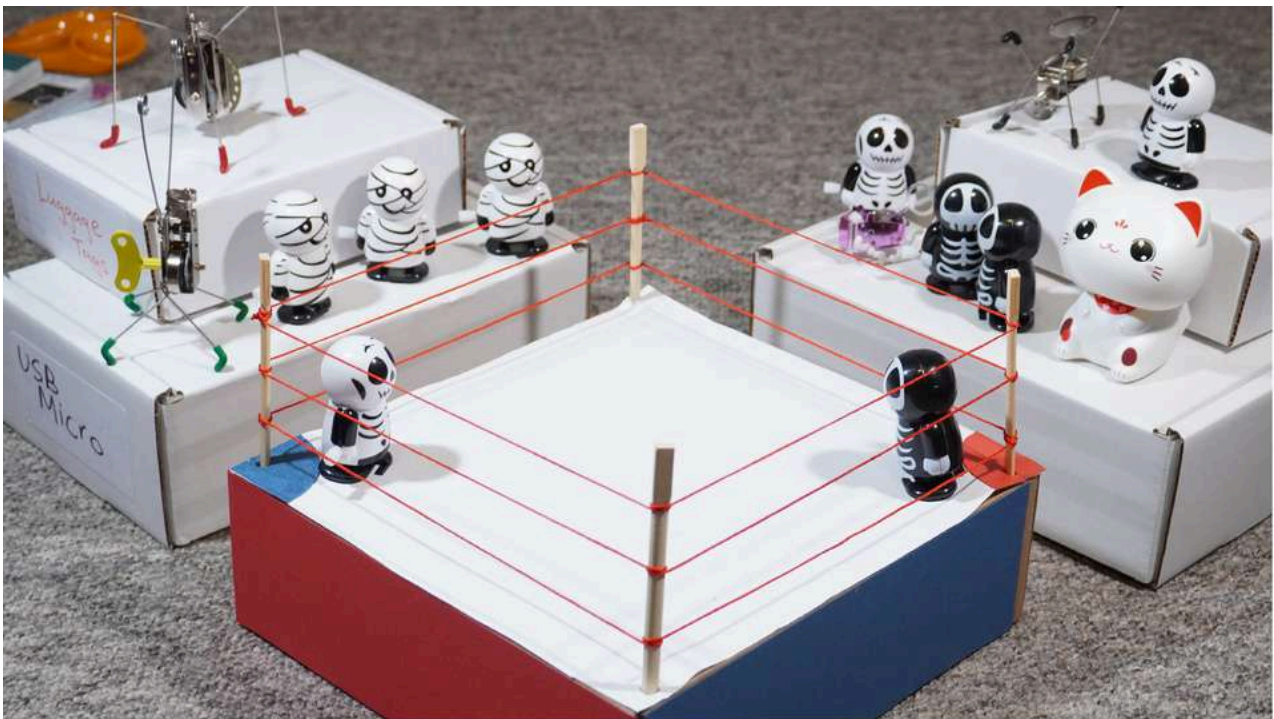


Disseminate (2024)

The film *Disseminate* is about the exploration of chance, collaboration, and the nature of artistic influence. Inspired by the concept of the 'Exquisite Corpse' game, it began as a collaborative filmmaking project, where different directors would continue each other's work without knowing the full narrative. Though the project faced challenges and only two filmmakers submitted their parts, it sparked the creation of *Disseminate*. Thematically, *Disseminate* delves into how an artist's previous creations influence their current work, both consciously and subconsciously. It also reflects on the idea that once a film is released, its impact and meaning are shaped by the audience and can evolve beyond the filmmaker's intentions. The film uses experimental techniques, such as chromakey effects and the layering of past films, to symbolize these themes of influence and transmission.

More info can be found here: <https://medium.com/@brandonjohnbarnard/production-history-around-disseminate-565e1d281b7>

Available here: <https://youtu.be/6Dq9Rqc4XJM?si=zRgsBG6ZVdd7hMqU>



Tinguely Feeling (2024)

Inspired by the works of Jean Tinguely and Métamatics, this work uses a variety of wind-up toys to remove agency from the production. Watch as the robots themselves shape the form of the film, not cooperating in the most enjoyable of ways.

More information on its production here:

<https://medium.com/@brandonjohnbarnard/production-history-around-tinfoil-candy-748e26d758d8>

Available here: <https://youtu.be/eON3esSqdiw?si=3M0njQzvUlfCHbQ0>



Arc (2024)

Created on a trip to Dartmoor under the guidance of artist and folklorist Abigail Tinnion, this work looks into the themes of time and places, portals, spirits, and electricity.

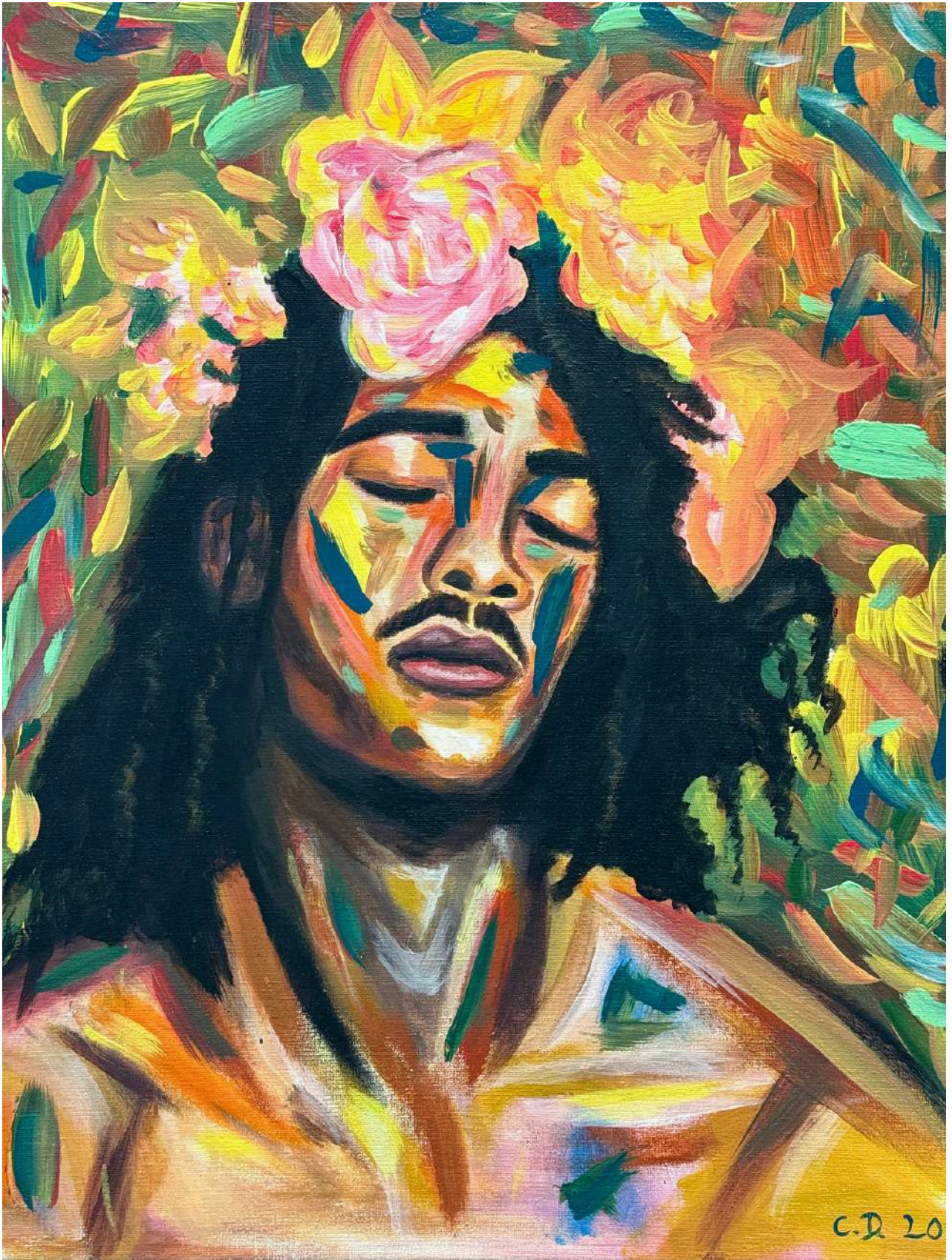
An extended look at the production can be found here:

<https://medium.com/@brandonjohnbarnard/production-history-around-arc-4e0485c81ba2>

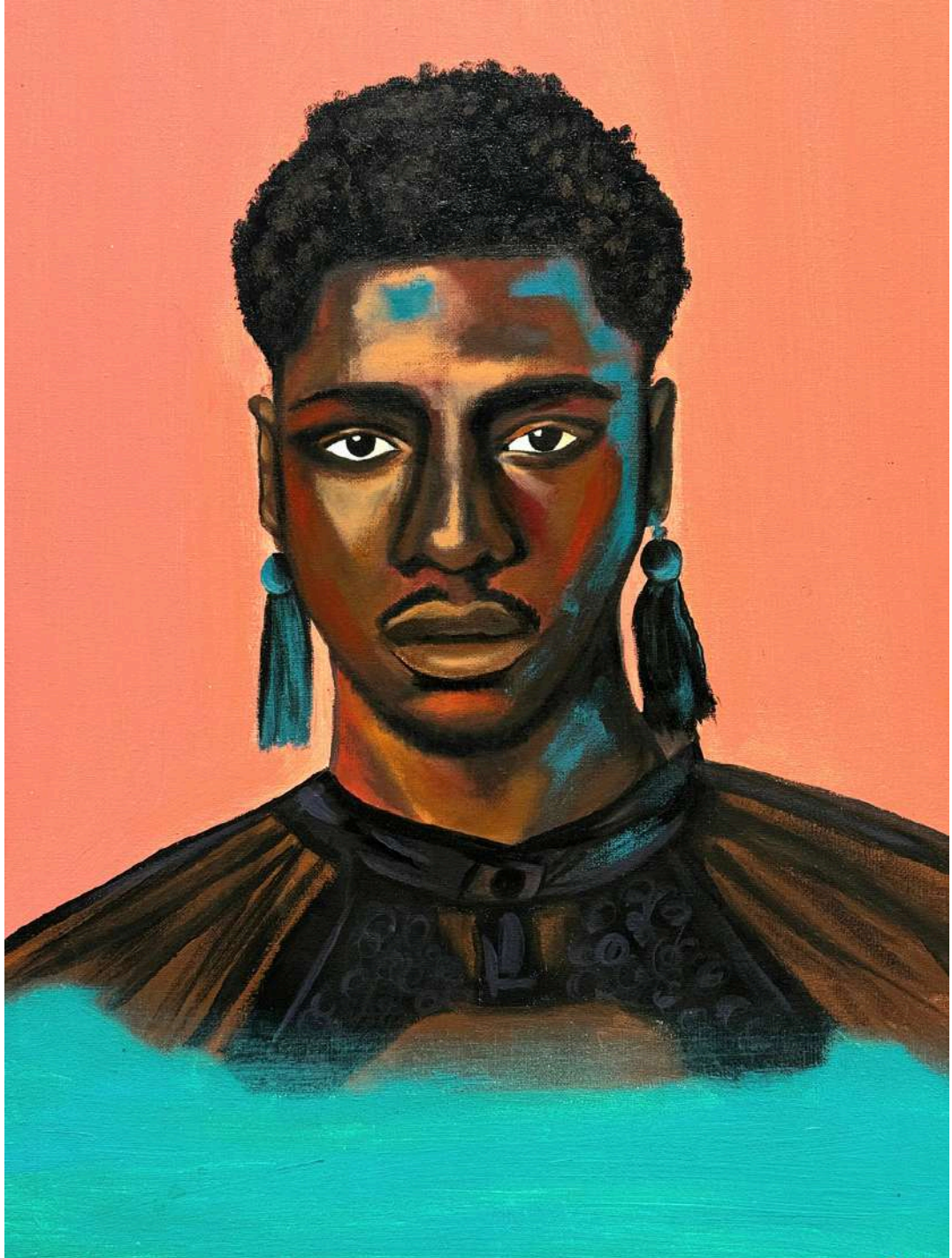
Available here: <https://youtu.be/TNNqLRz1aXU?si=P7GI5CfsvYsNZ5AC>

CHARLENE DAVIS









Artist: Charlene Davis